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Amendment

AMENDMENTS TO THE CLAIMS

1-4. (Canceled).

5. (Previously presented): An entertainment system comprising:
an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests
from a user into said entertainment apparatus;

music editing means for assigning an arbitrary sound pattern
selected from a plurality of sound patterns each composed of a
combination of sounds to at least one track based on a control input
from said manual controller; and

sound presentation trial processing means for outputting said
sound pattern assigned to said track when a control input from said
manual controller satisfies a predetermined condition;

wherein said music editing means displays said plurality of sound
patterns as respective symbol images on said display unit, and,
responsive to a control input from said manual controller to select at
least one track displayed on said display unit and a control input from
said manual controller to select said symbol images, registers sound
patterns corresponding to the symbol images in the selected track;

wherein said music editing means comprises:

sound pattern outputting means for outputting a sound of the
selected sound pattern via a speaker;

wherein said sound pattern outputting means comprises:

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means for outputting the selected sound pattern depending on an array of light spots which are turned on, of a string of light spots disposed in said selected track.

6. (Original): An entertainment system according to claim 5, wherein said music editing means comprises:

light spot array changing means for changing the array of light spots which are turned on.

7-9. (Canceled).

10. (Currently amended): An entertainment system comprising:

an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests from a user into said entertainment apparatus;

a sound pattern file for registering a plurality of sound patterns, said sound patterns each composed of a combination of sounds to have a length of at least one measure;

music editing means for assigning an arbitrary sound pattern selected from said sound patterns registered in said sound pattern file to at least one track based on a control input from said manual controller; and

sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

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wherein said sound presentation trial processing means displays an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputs a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

~~An entertainment system according to claim 9,~~ wherein said sound presentation trial processing means comprises:

object displaying means for displaying said object relatively moving on at least one track;

object acquisition determining means for determining whether the object has been acquired with a control input or not; and

sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired.

11. (Previously presented): An entertainment system comprising:

an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests from a user into said entertainment apparatus;

music editing means for assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and

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sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said sound presentation trial processing means for displaying an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said sound presentation trial processing means comprises:

object displaying means for displaying said object relatively moving on at least one track;

object acquisition determining means for determining whether the object has been acquired with a control input or not; and

sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired;

wherein said sound presentation trial processing means comprises:

acquiring object displaying means for displaying an acquiring object to acquire the relatively moving object; and wherein said object acquisition determining means comprises:

means for determining that said object is acquired if the distance between said acquiring object and the relatively moving object falls in a predetermined range when a predetermined control input is entered from

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said manual controller.

12. (Original): An entertainment system according to claim 11, wherein a plurality of tracks are displayed on said display unit, and said object acquisition determining means comprises:

means for determining that said object is acquired if a track on which said acquiring object and a track on which the relatively moving object are the same as each other when said predetermined control input is entered from said manual controller, and also if the distance between said acquiring object and the relatively moving object falls in said predetermined range.

13. (Original): An entertainment system according to claim 12, further comprising:

indicator displaying means for displaying an indicator image indicative of one of said tracks on which said object is coming.

14. (Previously presented): An entertainment system comprising:

an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests from a user into said entertainment apparatus;

music editing means for assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and

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sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said sound presentation trial processing means for displaying an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said sound presentation trial processing means comprises:

object displaying means for displaying said object relatively moving on at least one track;

object acquisition determining means for determining whether the object has been acquired with a control input or not; and

sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired;

wherein a sound pattern assigned to said track is disposed as a bit string indicative of whether the sound is to be outputted or not outputted, on said track, further comprising:

light spot displaying means for displaying a bit string related to the acquired object and indicative of an output state, of the sound pattern disposed on the track on which the acquired object is positioned, in relative motion as an array of light spots; and

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wherein said sound outputting means comprises:

means for outputting a sound assigned to a light spot which has reached said acquiring object, of the sound pattern assigned to said track.

15-25. (Canceled).

26. (Previously presented): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said first step includes the steps of:

displaying a plurality of sound patterns composed of a combination of sounds as respective symbol images on said display unit, and, responsive to a control input from said manual controller to select at least one track displayed on said display unit and a control input from

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said manual controller to select said symbol images, registering sound patterns corresponding to the symbol images in the selected track;

wherein said first step includes the step of:

outputting a sound of the selected sound pattern via a speaker;

wherein said step of outputting a sound comprises the step of:

outputting the selected sound pattern depending on an array of light spots which are turned on, of a string of light spots disposed in said selected track.

27. (Original): A recording medium according to claim 26, wherein said first step includes the step of:

changing the array of light spots which are turned on.

28-32. (Canceled).

33. (Previously presented): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said

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program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said second step includes the steps of:

displaying an object relatively moving on at least one track displayed on said display unit;

allowing the user to try to acquire the object with a control input; and

outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said second step includes the steps of:

displaying said object relatively moving on at least one track;

determining whether the object has been acquired with a control input or not; and

outputting a sound assigned to the track on which the object is relatively moving when the object is determined as acquired;

wherein said second step includes the step of:

displaying an acquiring object to acquire the relatively moving object; and

wherein said step of determining whether the object has been acquired with a control input or not comprises the step of:

determining that said object is acquired if the distance between said acquiring object and the relatively moving object falls in a predetermined range when a predetermined control input is entered from said manual controller;

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wherein a plurality of tracks are displayed on said display unit, and said second step includes the step of:

determining that said object is acquired if a track on which said acquiring object and a track on which the relatively moving object are the same as each other when said predetermined control input is entered from said manual controller, and also if the distance between said acquiring object and the relatively moving object falls in said predetermined range.

34. (Original): A recording medium according to claim 33, wherein said program further comprises the step of:

displaying an indicator image indicative of one of said tracks on which said object is coming.

35. (Previously presented): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control

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input from said manual controller satisfies a predetermined condition;

wherein said second step includes the steps of:

displaying an object relatively moving on at least one track

displayed on said display unit;

allowing the user to try to acquire the object with a control
input; and

outputting a sound assigned to the track on which the object is
relatively moving when the acquisition of the object with the control
input is detected;

wherein said second step includes the steps of:

displaying said object relatively moving on at least one track;

determining whether the object has been acquired with a control
input or not; and

outputting a sound assigned to the track on which the object is
relatively moving when the object is determined as acquired;

wherein a sound pattern assigned to said track is disposed as a bit
string indicative of whether the sound is to be outputted or not
outputted, on said track, wherein said program further comprises the
step of:

displaying a bit string related to the acquired object and
indicative of an output state, of the sound pattern disposed on the track
on which the acquired object is positioned, in relative motion as an array
of light spots; and wherein said step of outputting a sound comprises the
step of:

outputting a sound assigned to a light spot which has reached said
acquiring object, of the sound pattern assigned to said track.

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36-42. (Canceled).